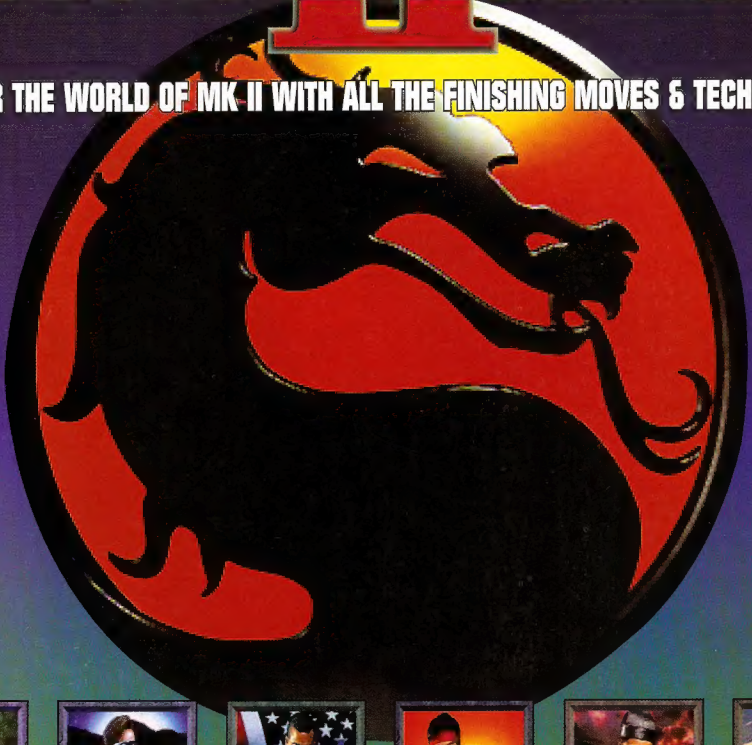
IN-DEPTH PROFILES OF LIU KANG, JAX, JOHNNY CAGE, SHANG TSUNG, SUB-ZERO, & REPTILE!

SUPPLEMENT TO ELECTRONIC GAMES

EG'S COMPLETE GUIDE TO

MORTAL KOMBAT II™

ENTER THE WORLD OF MK II WITH ALL THE FINISHING MOVES & TECHNIQUES!



REPTILE

JOHNNY CAGE

JAX

LIU KANG

SHANG TSUNG

SUB-ZERO

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MORTAL KOMBAT II

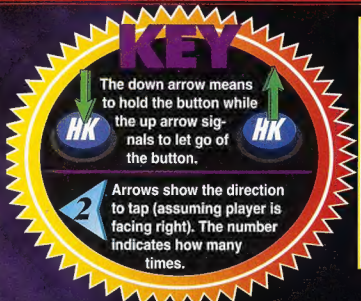
And so the story goes...

About 500 years ago, Shang Tsung was banished to the Earth realm. With the aid of Goro, he was to unbalance the furies and doom the planet to a chaotic existence. By seizing control of the Shaolin Tournament, he tried to tip the scales of order toward chaos. Only seven warriors survived the battles and Shang Tsung's scheme would

come to a violent end at the hands of Liu Kang. Facing execution for his failure and the apparent death of Goro, Shang Tsung convinces Shao Khan to grant him a second chance. Shang Tsung's new plan is to lure his enemies to compete in the Outworld where they will meet certain death by Shao Kahn himself.

FRIENDSHIP, BABALITY, and FATALITY HINTS

In order to perform a Babality or a Friendship, you must only use kicks in the round you intend to win. The good part is that you can perform them from anywhere on the screen. Also you can hold block while performing most motions to avoid accidentally hitting your opponent. The key to all the fatalities is the distance. Some movements are close up while others are several paces away. The other factor is that you must touch all the points so it may be better to roll the movements rather than tap them out.


KEY
HK
The down arrow means to hold the button while the up arrow signals to let go of the button.
HK
2
Arrows show the direction to tap (assuming player is facing right). The number indicates how many times.

INSIDE THIS ISSUE!!!

REPTILE

The mystery character from the Pit Stage of the original Mortal Kombat joins the Outworld Tournament. Unlike the original, he doesn't possess the powers of Scorpion and Sub-Zero. Instead, he has his own set of strange and mysterious moves. Among those listed he also possesses the same Power Slide of Sub-Zero, performed the same way.

ACID SPIT
F,F, + HP
Remove your mask and spit a venomous goo at your opponent.

INVISIBILITY
BLOCK*,U,U,D+HP
Now you see him, now you don't! You'll remain unseen until hit.

ENERGY BALL
B,B,(HP+LP)
This glowing sphere will knock them toward you for an easy hit.

LIU KANG

The true master of the tournament, Liu Kang, was the only one who could defeat Goro and Shang Tsung. Now he's back and better than before with a new low fireball and a devastating Bicycle Kick. Is he the character of choice to take out the evil master Shao Kahn and Goro's apparent father? He's ready for more!

BIKE KICK
HOLD LK-5 SEC
This is a devastating move that will easily drain an unblocking foe.

LOW FIREBALL
F,F,+LP
This new low fireball is a good way to keep others in check.

HIGH FIREBALL
F,F,+HP
Now he can perform his regular fireball in the air to deter jumping foes.

FLYING KICK
F,F,+HK
After a jump kick, throw in a flying kick for a quick two-hit combo.

JOHNNY CAGE

The Hollywood head honcho is back with his attitude and moves to back it up. He retained his Shadow Kick but dropped the straight fireball for a new bunch of curving ones. He was one of the toughest guys from the first game and he hasn't lost his touch. In fact, he gained a Dragon Punch-like move. Look out Ken!

SHADOW KICK
B,F+LK
Good old Sliding Kick is back to use in some two-hit combos.

LOW BLOW
(LP+BLOCK)
The infamous Low Blow is back and looks even more painful.

LOW FIREBALL
D,DF,F+LP
A new fireball for him, it curves to allow for more strategy.

RISING UPPERCUT
B,D,B+HP
Give a jumping opponent an uppercut like a Shadow Kick.

LEGEND: D=down, U=up, F=forward, B=Back, DB=down back, DF=down forward, LP=low punch, HP=high punch, HK=high kick, LK=low kick, *=hold button, ( )=together

JAX BRIGGS

BACKBREAKER BLOCK IN AIR
Tap the block button in the air to grab your enemy out of a jump.

WAVE PUNCH
D,DB,B+HK
Send a wide wave at your opponent that's sure to hit almost anywhere.

GRAB AND SMACK
F,F,+LP
Sort of a cheesy move, this grab does big damage and is easy to do.

GROUND SLAM
LP*-3SEC
Hold and release LP to rock the ground and hurt even blocking opponents.

The all-American guy is the first African American in Mortal Kombat. He's big and he's bad! This guys has range attacks like the Wave and tremendous throws and grabs. Look out for people who play this guy, because his grab can be done after most regular moves. This may be cheap but it's all too easy to do.

SHANG TSUNG

I FIREBALL
B,B+HP
A single fireball that is large enough to cover a big area.

MULTI-BALL
B,B,F,F+HP
Send a barrage of fireballs at your foe like in the original MK.

METAMORPHOSIS
LIU KANG:B,B,F,F+BLOCK
KUNG LAO: B,D,B+HK
JAX:D,F,B+HK BARAKA:D,D+LK
KITANNA:BLOCKx3
MILEENA:HP*-release

METAMORPHOSIS
SUB-ZERO:F,D,F+HP
CAGE: B,B,D+LP
REPTILE:BLCK*,U,D+HP
RAIDEN:D,B,F+LK
SCORPION:BLCK*,U,U

The evil boss of the original Mortal Kombat, he has the hometown advantage as you fight in the Outworld. Like the original, he can change into other characters (mostly by doing their old fatalities). In addition, he has several of his own moves including a variety of fireballs similar to the ones in the original.

The cold-powered ninja is back with a new icy trick up his sleeve. He has the least amount of new moves but does he really need any more than the ice and slide combos he's got? Now he can freeze the ground and leave foes helplessly trying to stay afoot. He had plenty of combos last time; we'll have to see if he's still got the stuff this time around.

ICE BLAST
D,DF,F+LP
The good old stopper is back. Ice them and do what you want to them.

GROUND FREEZE
D,DB,B+LK
Make enemies fly helplessly as they slide on a layer of ice.

POWERSLIDE
B+BLOCK+LP+LK
His famous slide works great in combos, especially on the computer.

SUB-ZERO

LEGEND: D=down, U=up, F=forward, B=Back, DB=down back, DF=down forward, LP=low punch, HP=high punch, HK=high kick, LK=low kick, *=hold button, ( )=together

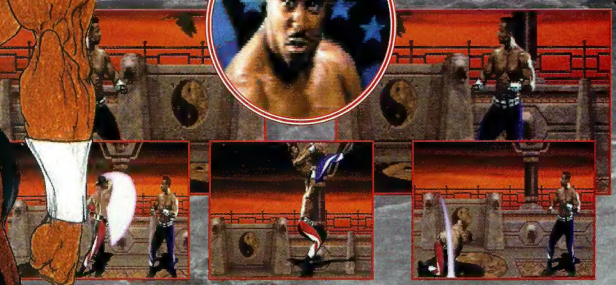
PROFILE

JAX BRIGGS

TOP SECRET

This military man has a mountain of muscles and uses them well. He does a lot of damage with his grabs and especially with his multi-slam.

His full name is Major Jackson Briggs, leader of a top U.S. Special Forces unit. After receiving a distress signal from Lt. Sonya Blade, Jax embarks on a rescue mission; one that leads him into a ghastly world where he believes that Sonya is still alive.



AIR SLASH

BACK BREAKER

GROUND SMASH

HIGH KICK

THROW

ROUNDHOUSE

GAME OVER

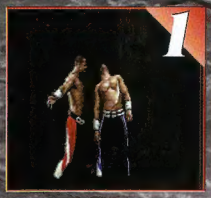
Jax finds Sonya held captive alongside their archenemy Kano. Her only chance of escape is by Jax entering Shao Kahn's contest. With fierce determination he catches the Outworld warriors off guard and wins the Tournament, bringing Shao Khan's rule to a halt. During the chaos that follows, Jax and Sonya escape through the dimensional gate from which they entered. Kano once again eludes capture, but Jax and Sonya know they will cross paths in the future.

FATALITY 1

GIVE 'EM A HAND

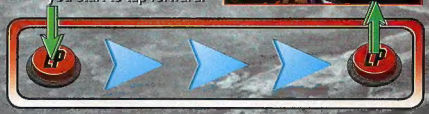
This is one of the few fatalities that doesn't use any joystick motions. Stand a few paces away and start tapping the buttons in order.

FATALITY 2



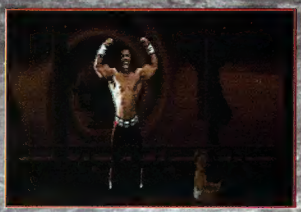
THE CLAPPER

Just hold the LP and tap forward a few times to get this Head Smasher off. Be sure to be right up close when you start to tap forward.



FRIENDSHIP

BABALITY



PITS

PROFILE

JOHNNY CAGE

TOP SECRET

This guy is a hot shot who likes to show off with styling moves. He has two fireballs for defense and a quick Shadow Kick that's easy to put into combos.

After Shang Tsung's Tournament, the martial arts star disappears. He follows Liu Kang into the Outworld. There he will compete in a twisted tournament which holds the balance of Earth's existence, plus a script for another blockbuster movie.

HIGH FIREBALL

UPPERCUT

SHADOW KICK

HIGH KICK

THROW

ROUNDHOUSE

GAME OVER

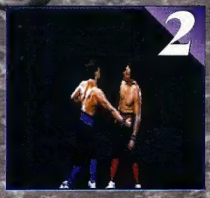
After disappearing from the set of his latest movie, Cage finally resurfaces. He used all his knowledge and experiences as a fighter to end the Outworld menace. Now heralded as a true hero, Cage receives the respect he rightfully deserves. He also gets his inspiration for the sequel to his blockbuster movie *Mortal Kombat. MK II* is released and quickly becomes the greatest motion picture event of all time. Cage realizes that *MK III* is inevitable.

FATALITY 1

TORSO TEAR-OFF

Johnny Cage isn't satisfied with just tearing their heads off! Get in close and perform the movements to have Cage disembodied his opponent.

FATALITY 2



KNOCK YOUR BLOCK OFF

The only other fatality from the first game. You must be up close. Try holding down and pressing LK, LP, and block for three heads!

FRIENDSHIP

BABALITY

PITS

PROFILE

LIU KANG

TOP SECRET

He possesses great speed and strength. Beware of his low Fireball Attack and the Bicycle Kick that can take you by surprise when you least expect it.

After winning the Tournament from Shang Tsung's clutches, Kang returns to his temples. He discovers his sacred home in ruins and his Shaolin brothers killed in a vicious battle by a horde of Outworld warriors. Now he seeks revenge.

LOW FIREBALL

BICYCLE KICK

FLYING KICK

HIGH KICK

THROW

ROUNDHOUSE

GAME OVER

Although his greatest challenge lies ahead with his Shaolin Temple in ruins, Liu Kang journeys into the Outworld, enters Shao Kahn's Tournament, and unleashes a fury that does not end until the defeat of Shao Kahn. Liu Kang then returns to the seclusion of his Shaolin Temple. He pays his respects to his lost brothers and finally realizes that the events which have taken place were all a fulfillment of his destiny.

FATALITY 1

SPINNING UPPERCUT

This is Liu Kang's old fatality from the first Mortal Kombat. To make the moves easier, simply spin the joystick 360 degrees counter clockwise.

FATALITY 2

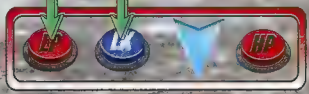
DRAGON CHOP

It may be easier to spin the joystick in a Fireball manner rather than tap down and forward. This is one of the most original fatalities!

FRIENDSHIP

BABALITY

PITS



PROFILE

REPTILE

TOP SECRET

This elusive character can turn invisible and reappear at will. His powers aren't very strong, but his vanishing act makes him hard to size up.

As Shang Tsung's personal protector, the elusive Reptile lurks in the shadows stopping all those who would do his master harm. His human form is believed to disguise a horrid reptilian creature whose race was thought extinct millions of years ago.

ENERGY BALL

INVISIBILITY

ACID SPIT

HIGH KICK

THROW

ROUNDHOUSE

GAME

Reptile has always loyally served as Shang Tsung's protector while maintaining a very low profile. In the first Tournament, he discovers Tsung's plot to force the remaining members of his near extinct race into slavery. Under Shao Kahn's rule Reptile then devices a plan of his own. He enters the Outworld Tournament, defeats Saho Kahn, and turns against Sahng Tsung, ending his master's scheme. Now his race can live in its own peaceful existence.

OVER

FATALITY 1

TONGUE LASH

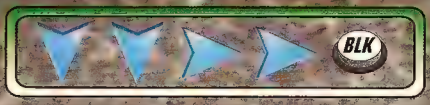
This is a funny fatality in an odd way. (He rubs his belly afterward). Make sure you're a Jump Kick distance away and perform the movements.

FATALITY 2

INVISO SLICE

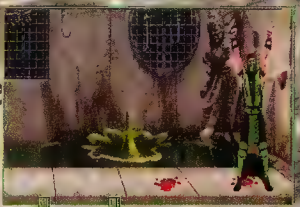
To slice your enemy in half, you must first turn invisible (U,U,D+HP) and then get right up next to them. You'll reappear after they get cut.

FRIENDSHIP



BABALITY

PITS



PROFILE

SHAO KAHN

TOP SECRET

He is a master of illusion with many aliases. He can assume the powers and looks of any other fighter in the tournament. He also possess a tripie fireball.

After losing control of the Shaolin Tournament, Tsung promises his ruler, Shao Kahn, to shape the events that will lure the Earth warriors to compete in his own contest. Convinced of this plan, Kahn restores Tsungs' youth and allows him to live.

ONE FIREBALL

TWO FIREBALLS

THREE FIREBALLS

HIGH KICK

THROW

ROUNDHOUSE

GAME OVER

Shang Tsung not only turns against and defeats both Kintaro and Shao Kahn, he also takes over their rule of the Outworld. With Shao Kahn's armies at his command, he finally unbalances the furies, and weakens the dimensional gates between the Outworld and the Earth realm. Along with his elite group of sorcerers he uses this weakness to march a never-ending horde of demons into the Earth and doom its inhabitants to eternal darkness.

FATALITY 1

INSIDE OUT

This very simple move is done the same way as Mileena's. Just charge the HK for a few second and get a few paces away to let go.

FATALITY 2

SOUL SUCKER

You must perform this movement while holding block. Get up close and perform this fatality that is true to Shang Tsung's nature.

FRIENDSHIP

BABALITY

PITS

PROFILE

SUB ZERO

TOP SECRET

Thought of as a cheap fighter, his Low Ice can't be blocked but can be avoided. Look out for his traps to make you slip into an uppercut or get frozen midair.

Thought to have been killed in the Shaolin Tournament, Sub-Zero mysteriously returns. It is believed he traveled into the outworld to attempt to assassinate Shang Tsung again. To do so, he must fight his way through Shao Kahn's Tournament.

ICE BLAST

POWER SLIDE

GROUND FREEZE

HIGH KICK

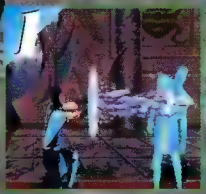
THROW

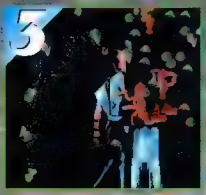
ROUNDHOUSE

GAME OVER

When Sub-Zero failed to return from the Shaolin Tournament and rumor of Shang Tsung's survival reached the Lin Kuei Clan, they immediately sent another assassin to complete the task. This new warrior is actually the younger brother of the original Sub-Zero. He enters the Outworld contest and accomplishes his task. He learns of Scorpion's foul vendetta against his brother, but will never know why his life was spared. Perhaps a third Tournament is in his future?

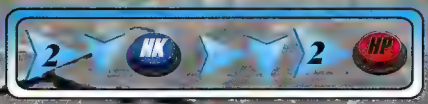
FATALITY 1



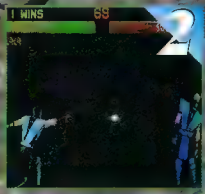


DEEP FREEZE SHATTER

A weird fatality that is done in two parts. From a Jump Kick distance do the first set and then walk in close to do the second movements!



FATALITY 2

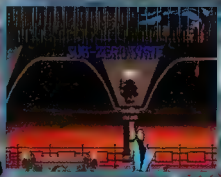


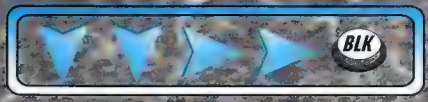
ICE GRENADE

To do this fatality you must be across the screen. You can tap out the movements or rotate the joystick after the first tap back.

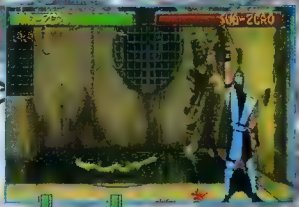
FRIENDSHIP

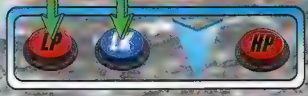
BABALITY





PITS





EG'S TEAR-OUT MOVE LIST

Fatality	Babality	"Pits"	Special Moves
Knock block off 1) B,B,B+HP Torso Tear 2) D,D,F,F+LP	B,B,B+HK **Friendship** D,D,D,D+HK	Kombat Tomb & Pit II D,D,D+HK Dead Pool (LP*+LK*),D+HP	Shadow Kick-B,F+LK Uppercut-B,D,B+HP Low Fireball-D.DF,F+LP High Fireball- D.DB,B+HP LOW BLOW:BLCK+LP

Fatality	Babality	"Pits"	Special Moves
The Clapper 1) LP*,F,F,F,LP- Give 'em a Hand 2) BLCK*4+LP	D,U,D,U+LK **Friendship** D,D,U,U+LK	Kombat Tomb & Pit II U,U,D+LK Dead Pool (LP*+LK*),D+HP	Backbreaker-BLCK Wave Punch- D,DB,B+HK Ground Smash-LP*,LP- Gotcha-F,F,+LP Mlultislam-Throw+HP

Fatality	Babality	"Pits"	Special Moves
Spinning Uppercut 1) B,D,F,U,B Dragon Chop 2) D,F,B,B+HK	D,D,F,B+LK **Friendship** F,B,B,B+LK	Kombat Tomb & Pit II D,B,F,F,+LK Dead Pool (LP*+LK*),D+HP	Low FireBall-F,F+LP Low FireBall-F,F+HP FLYING KICK-F,F+HK Bicycle Kick-LK*,LK-

Fatality	Babality	"Pits"	Special Moves
Tongue Lash 1) D,D,B+LP Inviso Slice 2) F,F,D+HK	D,B,B+LK **Friendship** B,B,D+LK	Kombat Tomb & Pit II D,D,F,F+BLCK Dead Pool (LP*+LK*),D+HP	Invisibility- BICK*,U,U,D+HP Power Slide- B+BLCK+LP+LK Acid Spit-F,F+HP Energy Ball-B,B,(HP+LP)

Fatality	Babality	"Pits"	Special Moves
Inside Out 1) HK*,HK- Soul Stealer 2) BLCK*,U,D,U+LK	D,B,F,D+HK **Friendship** B,B,D,F+HK	Kombat Tomb & Pit II BLCK*,D,D,U,D Dead Pool (LP*+LK*),D+HP	1 Fireball-B,B+HP Multi Fireball-B,B,F,F+HP Ray:D,B,F+LK Rep:U,D+HP Cage:B,B,D+LP Kit:BLCKx3 Sub:F,D,F+HP Jax:D,F,B+HK Mil:HP* Scorp:BLCK*,U,U Liu:B,B,F,F+BLCK Kung:B,D,B+HK Baraka:D,D+Lk

Fatality	Babality	"Pits"	Special Moves
Ice Grenade 1) LP*,B,B,D,F,LP- Freeze Shatter 2)F,F,D+HK / F,D,F,F+HP	D,B,B+HK **Friendship** B,B,D+HK	Kombat Tomb & Pit II D,D,F,F+BLCK Dead Pool (LP*+LK*),D+HP	Ice Blast- D,DF,F+LP Ground Freeze- D,DB,B+LK Power Slide- B,BLCK+LP+LK

LEGEND: D=down, U=up, F=forward, B=back, DF=down forward, DB=down back, LP=low punch, HP=high punch, LK=low kick, HK=high kick, BLK=block, *=hold button and depress, -=release button, ( ) =together

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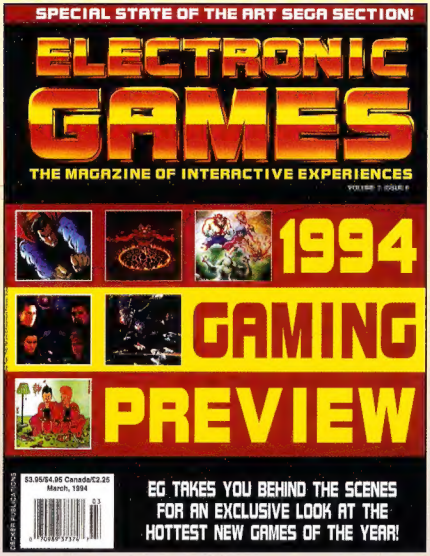
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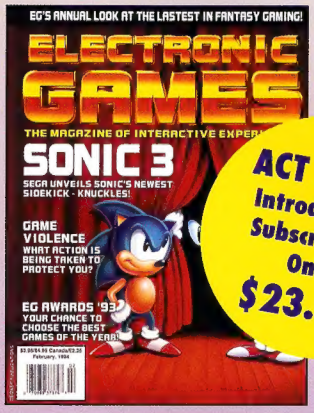
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